

IN THE CLAIMS

The following listing of claims will replace all prior versions, and listings, of claims in the application. Please amend the claims as presented in the following listing.

Claims 1, 3-4, 7-8, 11, and 22 are currently amended.

Claims 2, 5-6, 9-10, and 12-21 are currently cancelled.

Claims 23-37 are new.

Claims 1, 3-4, 7-8, 11, and 22-37 remain pending in this case.

1. (Currently Amended) In a computer system, a method of detecting input device support of a screen element of a graphical user interface, comprising:

examining program code associated with a runtime version of a screen element of a graphical user interface to detect an ability to process an input device event ~~device's events~~, wherein the examining is performed upon execution of the graphical user interface;

automatically identifying the said screen element as supporting the said input device when input device-handling program code is detected within the program code is associated with the said screen element, the input device-handling program code signifying the ability to process the input device event; and

marking the screen element in response to automatically identifying the screen element as supporting the input device;

automatically identifying the screen element as not supporting the input device when input device-handling program code is not detected within the program code associated with the screen element; and

examining program code associated with a preceding superclass of the screen element to detect the ability to process the input device event, wherein examining the program code associated with the preceding superclass is performed in response to automatically identifying the screen element as not supporting the input device.

~~automatically examining a superclass class definition of said screen element's class definition if said class definition of said screen element is not identified as supporting said input device.~~

2. (Cancelled)

3. (Currently Amended) The method in accordance with claim 1, wherein marking the screen element in response to automatically identifying the screen element as supporting the input device includes ~~including the step of modifying a the look of the said screen element when said input device handling capability is identified.~~

4. (Currently Amended) The method in accordance with claim 1, wherein examining program code associated with the screen element ~~said examining step~~ is performed during ~~a construction of an object instance of the process of said~~ screen element.

5. and 6. (Cancelled)

7. (Currently Amended) The method in accordance with claim 1, wherein examining program code associated with the screen element includes ~~said examining step~~ ~~comprises~~ examining one or more interface declarations associated with the ~~said~~ screen element.

8. (Currently Amended) The method in accordance with claim 7, wherein the one or more said interface declarations are ~~declaration is~~ contained in an implements clause.

9. and 10. (Cancelled)

11. (Currently Amended) In a computer system, a method of determining input device support of a screen element of a graphical user interface, comprising:

executing the graphical user interface;

examining a class definition of Java bytecode defining the a screen element of the a graphical user interface to detect an ability of the screen element to process a signal to be received from an input device device's events;

42/ automatically identifying a portion of the Java bytecode defining the said screen element as having the ability to process the signal to be received from the input device supporting input device input if said class definition includes a method supporting said input device's input; and

altering an appearance of the screen element to signify the ability to process the signal to be received from the input device.

~~examining a class definition of a superclass of the screen element if said class definition of said screen element does not include said method.~~

12. through 21. (Cancelled)

22. (Currently Amended) In a computer system, a method of detecting input device support of a screen element of a graphical user interface, comprising:

~~before runtime,~~ examining a set of instructions for operating a region of the runtime version of a screen element of a graphical user interface to detect an ability to respond when input is received from process an input device device's events, the region of the graphical user interface containing one or more screen elements;

~~automatically identifying one or more input device-handling instructions in the set of instructions; said screen element as supporting said input device when input device handling program code is associated with said screen element; and~~

determining which of the one or more screen elements is associated with the one or more input device-handling instructions; and

altering an appearance of the one or more screen elements associated with the one or more input device-handling instructions to signify the ability to respond when input is received from the input device.

~~automatically examining a superclass class definition of said screen element's class definition if said class definition of said screen element is not identified as supporting said input device.~~

23. (New) The method in accordance with claim 1, wherein the input device-handling program code is a listener object registered with the screen element.

24. (New) In a computer system, a method of determining input device support of a screen element of a graphical user interface as recited in claim 11, wherein the screen element represents a lightweight element capable of functioning independently from a native layer.

25. (New) In a computer system, a method of determining input device support of a screen element of a graphical user interface as recited in claim 11, further comprising:

automatically identifying an inability of the screen element to process the signal to be received from the input device; and

altering the appearance of the screen element to signify the inability to process the signal to be received from the input device.

26. (New) A computer readable media containing program instructions for detecting input device support of a screen element of a graphical user interface, comprising:

program instructions for examining program code associated with a screen element of a graphical user interface to detect an ability to process an input device event, wherein the program instructions are defined to direct the examining of the program code to be performed upon execution of the graphical user interface;

#3 program instructions for automatically identifying the screen element as supporting the input device when input device-handling program code is detected within the program code associated with the screen element, the input device-handling program code signifying the ability to process the input device event;

program instructions for marking the screen element in response to automatically identifying the screen element as supporting the input device;

program instructions for automatically identifying the screen element as not supporting the input device when input device-handling program code is not detected within the program code associated with the screen element; and

program instructions for examining program code associated with a preceding superclass of the screen element to detect the ability to process the input device event, wherein the program instructions are defined to direct the examining of the program code associated with the preceding superclass to be performed in response to automatically identifying the screen element as not supporting the input device.

27. (New) A computer readable media containing program instructions for detecting input device support of a screen element of a graphical user interface as recited in claim 26, wherein the program instructions for marking the screen element in response to automatically identifying the screen element as supporting the input device includes program instructions for modifying a look of the screen element.

28. (New) A computer readable media containing program instructions for detecting input device support of a screen element of a graphical user interface as recited in claim 26, wherein the program instructions for examining program code associated with the screen element direct the examining to be performed during construction of an object instance of the screen element.

AB 29. (New) A computer readable media containing program instructions for detecting input device support of a screen element of a graphical user interface as recited in claim 26, wherein the program instructions for examining program code associated with the screen element includes program instructions for examining one or more interface declarations associated with the screen element.

30. (New) A computer readable media containing program instructions for detecting input device support of a screen element of a graphical user interface as recited in claim 29, wherein the one or more interface declarations are contained in an implements clause.

31. (New) A computer readable media containing program instructions for detecting input device support of a screen element of a graphical user interface as recited in claim 26, wherein the input device-handling program code is a listener object registered with the screen element.

32. (New) A computer readable media containing program instructions for determining input device support of a screen element of a graphical user interface, comprising:

program instructions for examining Java bytecode defining the screen element of the graphical user interface to detect an ability of the screen element to process a signal to be received from an input device;

program instructions for automatically identifying a portion of the Java bytecode defining the screen element as having the ability to process the signal to be received from the input device; and

program instructions for altering an appearance of the screen element to signify the ability to process the signal to be received from the input device.

#3 33. (New) A computer readable media containing program instructions for determining input device support of a screen element of a graphical user interface as recited in claim 32, further comprising:

program instructions for automatically identifying an inability of the screen element to process the signal to be received from the input device; and

program instructions for altering the appearance of the screen element to signify the inability to process the signal to be received from the input device.

34. (New) A computer readable media containing program instructions for detecting input device support of a graphical user interface, comprising:

program instructions for examining a set of instructions for operating a region of the graphical user interface to detect an ability to respond when input is received from an input device, the region of the graphical user interface containing one or more screen elements;

program instructions for identifying one or more input device-handling instructions in the set of instructions;

program instructions for determining which of the one or more screen elements is associated with the one or more input device-handling instructions; and

program instructions for altering an appearance of the one or more screen elements associated with the one or more input device-handling instructions to signify the ability to respond when input is received from the input device.

35. (New) A computer comprising:

a display for displaying at least one screen element of a graphical user interface;

at least one input device; and

H3 a detector configured to examine program code associated with the at least one screen element to detect an ability to process an input signal to be received from the at least one input device, the detector further configured to alter a display of the at least one screen element to signify that the at least one screen element is capable of processing signals to be received from the at least one input device.

36. (New) A computer as recited in claim 35, wherein the detector includes program code readable by a processor of said computer.

37. (New) A computer as recited in claim 35, wherein the detector is further configured to examine program code associated with the at least one screen element to detect an inability to process the input signal to be received from the at least one input device, the detector further configured to alter the display of the at least one screen element to signify that the at least one screen element is incapable of processing signals to be received from the at least one input device.
